

## AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

### Listing of Claims:

1-38 (canceled).

39. (currently amended) ~~The gaming method according to claim 36~~ A gaming method, comprising the steps of:

determining that a first player has made a wager;

determining that a first player has selected one of the game elements from the set of game elements, the one of the game elements known to the first player at the time the one of the game elements is selected;

determining that a second player has made a wager;

determining that a second player has selected one of the game elements from the set of game elements, the one of the game elements known to the second player at the time the one of the game elements is selected;

selecting a winning game element from the set of game elements;

determining a game outcome according to the closeness of the one of the game elements selected by the first player and the one of the game elements selected by the second player to the winning game element; and

determining a payout according the game outcome, wherein closeness is defined by at least one of mathematical closeness and physical closeness.

40. (previously presented) The gaming method according to claim 39, wherein the set of game elements are arranged in matrix form, <sup>and</sup> comprising:

determining a game outcome according to the closeness of the one of the game elements selected by the first player and the one of the game elements selected by the second player to the winning game element, the closeness of the game element to the

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winning game element being determined by a physical dimension in one of a vertical, a horizontal and a diagonal direction.

3. 41. (previously presented) The gaming method according to claim 39, wherein a set of game elements are arranged in a range from first to last, <sup>and</sup> comprising: — determining-a-game\_outcome according\_to\_the\_closeness\_of\_the-one-of-the-game— — elements-selected\_by\_the-first-player-and-the-one-of-the-game-elements-selected-by-the— — second-player-to-the-winning-game-element, the closeness of the game element to the winning game element being determined with the range closed such that the first follows the last.

4. 42. (previously presented) The gaming method according to claim 39, wherein a set of game elements are arranged in a range from first to last, <sup>and</sup> comprising: — determining-a-game\_outcome according the closeness of the one-of-the-game— — elements-selected-by-the-first-player-and-the-one-of-the-game-elements-selected-by-the— — second-player-to-the-winning-game-element, the closeness of the game element to the winning game element being determined with the range open such that the first does not follow the last.

5. 43-50 (canceled).

6. 51. (previously presented) ~~The gaming method according to claim 48~~ A gaming method, comprising the steps of:

determining that each of a plurality of players has made a wager;  
determining that each of the plurality of players has selected at least one number from a set of numbers, the at least one number known at the time the at least one number is selected;  
selecting at least one winning number from the set of numbers;  
determining a game outcome according to the closeness of the at least one

number selected by each of the plurality of players to the at least one winning number; and

determining a payout according the game outcome, wherein closeness is defined by at least one of mathematical closeness and physical closeness.

52. (previously presented) The gaming method according to claim 51, wherein the set of numbers are arranged in matrix form, <sup>and</sup> comprising:

— determining a game outcome according to the closeness of the at least one number selected by each of the plurality of players to the at least one winning number, the closeness of the at least one number selected by each of the plurality of players to the at least one winning number being determined by a physical dimension in one of a vertical, a horizontal and a diagonal direction.

53. (previously presented) The gaming method according to claim 51, wherein a set of numbers are arranged in a range from first to last, comprising:

— determining a game outcome according to the closeness of the at least one number selected by each of the plurality of players to the at least one winning number, the closeness of the at least one number selected by each of the plurality of players to the at least one winning number being determined with the range closed such that the first follows the last.

54. (previously presented) The gaming method according to claim 51, wherein a set of numbers are arranged in a range from first to last, <sup>and</sup> comprising:

— determining a game outcome according to the closeness of the at least one number selected by each of the plurality of players to the at least one winning number, the closeness of the at least one number selected by each of the plurality of players to the at least one winning number being determined with the range open such that the first does not follow the last.

55-59 (canceled).

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60. (new) A gaming method, comprising:

a step for determining that each of a plurality of players has made a wager;

a step for determining that each of the plurality of players has selected at least one number from a set of numbers, the at least one number known at the time the at least one number is selected;

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a step for selecting at least one winning number from the set of numbers;

a step for determining a game outcome according to the closeness of the at least one number selected by each of the plurality of players to the at least one winning number; and

a step for determining a payout according the game outcome, wherein closeness is defined by at least one of mathematical closeness and physical closeness.

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